

LEWIS & CLARK COUNTY 2018-2019 4-H HORSE POLICY

(Current Revision 11/2018)



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Lewis & Clark County Horse Project

History: The 4-H horse and pony project started in the 1950's as a pilot project in Lewis and Clark County. Over the years the horse members and leaders have developed it into a major project in the county and state. The Lewis and Clark County Horse Committee at the time was instrumental in initiating a statewide horse show and project.

In 1977, Lewis & Clark County developed a horse show guidebook for the Montana 4-H Foundation, which initiated support for the first State 4-H Horse Show. The Foundation supported the event concept and the guidelines. The Foundation also agreed to financially back the project for the first two years. The first State 4-H Horse Show was held in Helena at the Lewis and Clark County Fairgrounds in the Multi-Purpose Building in 1979. The idea and the first two shows were considered a success both financially and in terms of participation. At that time, the State 4-H Office included the development of the State Horse Show as part of the responsibilities of the State 4-H Horse Committee. In subsequent years, the State 4-H Horse Show was then awarded to counties through a proposal and bid basis. The State 4-H Horse Committee selected the County that was to host the State 4-H Show annually. Lewis and Clark County hosted the show in 1979, 1980, 1982, and 1983. The "Official" State 4-H Horse Show took place from 1979 to 1994 in various counties across the state.

The Lewis and Clark Horse Project was a part of the county Overall Livestock Committee for many years. However, in 1995, it broke off from the Overall Livestock Committee and became an independent entity reporting directly to the County 4-H Leaders Council. As of late, the Horse Committee is again part of the Overall Outdoor Committee and is currently reporting directly to the Overall Outdoor Superintendent.

Purpose: The purpose of the Lewis and Clark County 4-H horse program is to help members:

- Develop life skills
- Foster a positive self-concept
- Learn decision-making and responsibility for choices
- Develop an inquiring mind
- Relate to self and others; acquire a concern for communities - local & global
- Develop leadership, initiative, self-reliance, sportsmanship, and other desirable traits of character.
- Experience the pride and responsibility of having a horse by being involved in its training, care, feeding, management and related costs.
- Appreciate horseback riding as a healthy and wholesome form of recreation.
- Gain skill in horsemanship, patience, and understanding in handling horses.
- Acknowledge safety precautions to prevent injuries to themselves, others, and their mounts.
- Nurture greater love for animals and a humane attitude toward them.
- Prepare for citizenship responsibilities by working together in groups and supporting community horse projects and activities.
- Promote 4-H in general and promote the state 4-H horse project and program.
- Promote uniformity among county horse projects.
- Promote goals of the 4-H horse project.
- Promote excellence in horsemanship.
- Encourage individuals to perform to the best of their abilities.
- Encourage and recognize horsemanship ability.

- Set and achieve goals utilizing the best of one's ability.
- Provide a base of uniformity for the horse project.

Getting Started

The five main objectives of the Montana 4-H Horse Program are to:

- learn what makes a good horse and how to select one
- learn to properly care for horses
- learn to safely use your horse
- learn to train and handle horses
- enjoy a healthful outdoor recreational lifetime activity

Eligibility for the Horse & Horseless Horse Program

- Youth 8 years old as of October 1 of the current 4-H year are eligible to participate in the Horse Project. Some projects may require the member to be older and/or assessed to a certain Horsemanship levels in order to participate – please see the individual project requirements for clarification. Cloverbuds are not allowed to participate in Horse Projects.
- Any 4-H member may enroll in a Horseless Project (i.e. Horse Judging, Horseless Horsemanship, and Horse Careers) without the prerequisites of the completion of Horsemanship levels 1-3.

HORSE PROJECTS

The Montana 4-H Horse Program is made up of ten separate horse project areas. Members are eligible to participate in the Horse Projects according to their ability and skill level. These skill levels, however, do not necessarily correspond to years in the project. It is possible to complete several levels in a year, or youth may take several years to complete one level. Assessments are provided for Superintendents to determine when a member has completed a level and is ready to move to the next level.

Montana 4-H Horse Projects include:

Horseless Horse: If you don't own a horse, some of the activities in this project will help you decide if you want to continue your pursuit of learning about, riding, and caring for horses. A Horseless Horse project member may also enroll simultaneously in Horsemanship, Horse Judging, and Horse Careers projects.

Horsemanship: There are seven levels of horsemanship where members develop riding skills, increase their knowledge of horses, and study horse care and safety. 4-H members must complete Level 3 to enroll in advanced horse projects, unless specified differently.

Colt to Maturity: Training a young horse from the weanling stage through the five-year-old year. Members must be 12 years old or older during the current 4-H year and have completed Horsemanship Levels 1, 2, and 3.

Green Horse: Training a green broke horse of any age. Members must be 12 years old or older during the current 4-H year and have completed Horsemanship Levels 1, 2, and 3.

Horse Judging: Learn to judge horse conformation and also performance classes. Members may enroll in this project simultaneously with any Horsemanship Level.

Driving: Learn driving skills and train your horse to drive either single, teams, or large hitches. Members may enroll in Driving Level 1 in any level of Horsemanship. To advance to Level 2 and beyond the 4-H member must have completed Horsemanship Level 3.

Packing: Learn how to pack a horse, how to organize a pack trip, and how to complete a several day pack trips in the mountains.

Working Ranch Horse: Members will learn basic horse and ranch work skills including learning how to fix fence, rope, pen cattle, brand identification, give shots, and more. The State 4-H Horse Committee recommends beginning members co-enroll in the Horsemanship project. To participate in this project in Lewis and Clark County, members DO NOT need to complete Horsemanship Levels 1-3.

Horse Showing: This project is for members who desire to learn about showing his/her horse at breed association or open shows. You will learn about grooming, equipment, show ring attire, show ring etiquette, show ring rules, traveling with your horse and more. As you complete each level you will also be sharing your knowledge with others. Members must have completed Horsemanship Levels 1, 2 and 3 before enrolling in this project. Please note that this project is NOT required for participation in any 4-H sponsored horse show.

Horse Careers: Learn about opportunities for members desiring a career in the horse industry. Members may enroll in this project simultaneously with any Horsemanship Level.

These are very brief descriptions of the projects. There are opportunities to learn about all different types of horses and horse-related activities. The skills you learn through your 4-H Horse Projects will be skills that you will use throughout your life, as a hobby or, perhaps, as a career. All of the Horse Projects are progressive in nature, and most are divided into levels. It is necessary to master the skills in the first levels in order to build a foundation so you can continue safely and successfully through each project.

As you complete each of the project workbooks and your project assessment, you may go on to the next level. Once you have completed all three basic levels, you may enroll in the other project areas of the Montana 4-H Horse Program, unless specified above. In the first three basic horsemanship levels, you will have hands-on experience in riding and caring for your horse.

It is very important to use a gentle, well-trained horse while you are mastering the basic skills. It can be a very difficult, frustrating, and potentially a dangerous experience for you and your horse if both of you are inexperienced. Before beginning each level, it is important to glance through the Horsemanship Level Book. You may want to work on several parts of a level at the same time.

Each project has guidelines to help the 4-H member through the different levels of the project as well as requirements. The supporting reading materials for each project can also be found in the Montana 4-H Clover (available at the Lewis and Clark Extension Office). These materials can be purchased directly by the 4-H member, through the Extension Office or through your 4-H club leader.

Advanced Horse Projects

Advanced Horse Projects are considered the following:

- Colt to Maturity
- Horse Driving (Level 2+)
- Green Horse
- Horse Independent Study
- Horse Showing

A 4-H member must be 12 years old or older, completed Horsemanship Level 3, and have demonstrated the ability to handle the project to a member of the Assessment Team by assessing to Level 4 in Horsemanship prior to participating in the above projects.

Any breed can be shown, and will be judged by Lewis & Clark County Fair 4-H Rules and 4-H Horse Project Manual Guidelines as guided by the State 4-H Horse Committee. It is each 4-H member's responsibility to learn your County's policy. Be sure to read over your Clover Project Selection Guide, Project Manuals, and Project Level Workbooks to see what is expected of you in each Project and at each level. Horsemanship (English or Western) Levels 1-3 are designed to be the foundation for the horse program. Members are encouraged to progress at their own pace and comfort level so they can build a solid skill set prior to moving on to the advanced levels.

Montana State University Extension encourages persons with disabilities to participate in its programs and activities. If you anticipate needing any type of special accommodations or have questions about the physical access provided, please contact the Lewis & Clark County Extension Office at 406-447-8346 in advance of your participation.

PROJECT DEADLINES

- December 31: 4-H Enrollment and Project Fees are due. Members interested in enrolling in the Lewis and Clark County Horse Project are required to enroll in the **4-H program** between October 1 and December 31 of the current 4-H year. With this enrollment, members must let the Extension Office know which horse projects they are going to participate in for the current 4-H year. All fees associated with 4-H and the horse project must be paid by December 31.
- May 25: Horse ID Cards are due. All project horses and corresponding project(s) must be declared on the Horse ID Cards no later than May 25th of the current 4-H year. All backup horses and corresponding project(s) must also be declared by May 25th. All supporting documentation (proof of vaccination, pictures and signatures) must be submitted with the ID card. Each project may only have 1 project horse.
- The Assumption of Risk, Acknowledgment of Helmet Policy, and the County Horse Policy must be signed by member and parent/guardian prior to any clinics and/or participation in the County fair.

MEMBER RESPONSIBILITIES & EXPECTATIONS

When your child joins the Lewis and Clark 4-H Horse Project, as a parent/legal guardian, you became a vital part of our 4-H team. Without you and our amazing club and project volunteers, the 4-H horse project in Lewis and Clark County would not be possible.

When you join the horse project, you are part of the team. Each team member has a role to play in order to make a successful year. We all have different ideas of what the Horse Project looks like in our minds and have different expectations for the project. Below is a list of expectations for your role on the 4-H team. Please read thoroughly, and keep for your reference. Feel free to contact the current 4-H project leaders, if you have any questions.

What can parents and members expect from the Horse Project & Leaders

- Email notices regarding 4-H project meetings, learning opportunities, upcoming deadlines, etc
- Provide hands-on and mind-on learning experiences for members... project work, demonstrations, practice skillathons and/or project judging, field trips/tours, etc.
- Provide opportunities for members to give back to the community through service projects... flower barrels at the fairgrounds, adopt a family, picking up trash, volunteering at a community event, etc.
- Provide opportunities for members to build leadership skills through serving as a Junior Horse Superintendent, leading a committee, leading the pledges, participating in a business meeting, flag carrier, etc.
- Provide opportunity for members to have FUN with friends (new and old) through recreational, social, educational and/or competitive activities.
- Provide a welcoming place for members to learn and grow through the 4-H Program and work together to "Make the Best Better".
- Provide encouragement and support to all youth members
- Provide a safe and positive environment for all youth to learn and strengthen their skills
- Help the youth in setting goals and opportunities to achieve and work toward their goals
- Provide structured and semi-structured riding opportunities for members in multiple disciplines
- To know the State and County rules and to guide members and families accordingly
- Provide availability for members and parents to voice questions, comments or concerns
- Promote excellence in horsemanship at all times
- Abide by Code of Conduct and Ethics as set forth by Montana 4-H Extension and Lewis and Clark County

What does the 4-H horse project expect from 4-H youth members and their parents?

- Enrollment in 4H by choosing a club, paying all fees and dues required (project, club, etc) prior to participation in any events. Enrollment in the 4-H horse project prior to the deadline. (current enrollment deadline is December 31.)
- Read the monthly 4-H newsletter, project emails and the 4-H Horse Project Policy Manual.
- Encouragement of ALL youth members as they participate in project sponsored events (clinics, mini rides, workshops, etc)
- Active participation in club and project activities
- Participation in assessments for placement in the correct riding level
- Adult encouragement of the youth to keep up-to-date records on their project animals
- Support and guidance of your youth in their project work but not do their work for them.
- For those participating in the Lewis and Clark County Fair, read the L&C Fair Book, (available online or at the extension office in February) and agree to abide by the rules set forth
- Ensure all project animals receive the required vaccinations by the required deadlines
- Active participation in project fundraisers and community service projects.
- When available, help as needed with activities: project meetings, fundraisers, special activities, community service, horse events and refreshments and meals.

- Support of horse project by cooperating with project leaders and exhibiting a positive attitude towards your child's personal goals and their 4-H club and project goals.
- Serve as a positive role model for all youth members
- Teach and exhibit good sportsmanship, respect, and cooperation
- Encouragement to take advantage of the many opportunities the 4-H Horse Project has to offer such as: project meetings, workshops, clinics, L&C Fair, etc
- Abide by the guidelines and rules set forth by 4H Extension and the Lewis and Clark 4H Horse Project
- Support other community horse related organizations
- Promote and support 4H and the 4H horse project at the County and State Level
- All family members and project members to abide by the Code of Conduct as set forth by Montana 4-H Extension and Lewis and Clark County
- Participation in the County Fair. Although participation is not required we strongly encourage all youth in the project to participate in some fashion. Participation in the County Fair is required for members to compete at the State 4-H Horse Show.
- Participation in a Helmet Safety Workshop as required by our County. (See Helmet Policy for Details)

Horse project goals

To provide an opportunity for the 4-H member(s) to:

- Learn to handle, care for, ride, and/or drive the mature horse
- Develop leadership, responsibility, initiative, self-reliance, and good sportsmanship
- Learn the principles of equine nutrition and what constitutes a balanced ration to feed your animals
- Develop knowledge of safety precautions to prevent injuries to self, others, and their animals
- Learn about proper equipment and its care
- Learn the anatomy of the horse
- Nurture greater love for animals and a humane attitude toward them
- Learn to accept the results of your work and how to use these in planning and managing your next goal
- Stimulate interest and provide an opportunity for members in the horse industries
- Develop patience, cooperation, decision-making skills, and communication skills through participation in demonstrations, tours, judging, and/or exhibits
- Explore career opportunities in the horse industry
- Develop skills, knowledge, and attitudes for life-long use
- Share knowledge gained with others
- Promote excellence in horsemanship through clinics and training
- Prepare members for State Horse Show
- Provide 4-H members with the opportunity to gain skills in horsemanship, patience, and understanding in handling horses
- Promote the 4-H program
- Promote the goals of the 4-H Horse Project
- Have Fun!

CODE OF ETHICAL CONDUCT

You are representing your county. What others think of you is often based upon first impressions of behavior and dress. It is not possible to anticipate every potential situation, therefore in the absence of a rule regarding a specific activity or situation, common sense and ethics should prevail.

Every 4-H member is expected to observe the following rules:

- Be pleasant and cooperative.
- Respect supervision at all times. You are the responsibility to adult leaders while participating in all 4-H activities.
- Fireworks, illegal drugs, all tobacco products, and intoxicants of any kind, as well as weapons (as defined in Lewis & Clark County Ordinance) are prohibited.
- Discrimination, harassment, and/or physical force of any kind will not be tolerated.
- Respect for facilities, natural surroundings and the property of others is enforced (e.g. project animals and personal possessions included).
- Respect the privacy of others.
- Be punctual for all events and classes.
- If at any 4-H Horse event, clinic or show, the Judge, Clinician or a member of the horse project determines that a 4-H member is not in control of his/her horse and is an endangerment to himself/herself or others, the project superintendent(s) may assist that 4-H member in gaining control of his/her horse. If this is not possible at the time, the 4-H member will be excused from the arena or working area.
- No abuse or unnecessary spurring, jerking or roughness will be allowed.
- Unsportsmanlike conduct, abusive language or actions, and/or abuse to an animal on the part of any 4-H exhibitor, family member, or leader will result in forfeiture of any award received and/or elimination from further competition of the 4-H member or those who engaged in conduct.
- Project members are responsible for the cleanup of any manure left by their horse(s), both inside the facility and at their trailer, at ALL 4-H events.
- No riding double at any 4-H sponsored event.
- Shoes/boots without heels or boots that fit snugly in the stirrups are not allowed under any circumstance.
- ALL project members will follow the safety guidelines set forth in the Montana 4-H Horse Safety Guidelines.
- The basis of any horse safety program is a common sense approach to horse handling. Unsafe conduct in any 4-H class, clinic or event, will be reason for dismissal from that event.

Violation of any of these rules may be grounds for the dismissal of individuals or groups. Infractions will be dealt with through the Outdoor Committee and 4-H Leaders Council.

PROJECT SUPERINTENDENT(S)

The role of the Horse Project Superintendent(s) is to head up the Horse Project by holding project related business meetings when necessary, represent the Horse Project by attending the Outdoor Committee meetings as well as the Council meetings, provide education to the 4-H project members by holding indoor workshops as well as riding workshops/clinics, ensure that the rules set forth by the Montana 4-H Horse Project are followed by all 4-H members participating in the Lewis and Clark County Horse Project. The Horse Project Superintendent(s) are also responsible for organizing and delegating responsibilities to host the County Fair. The project superintendent(s), along with the 4-H Leaders Council and Outdoor Superintendents serve as arbitrators in the case of a dispute involving a member, leader and/or parent.

Election of the Horse Superintendent: Election/nominations for the project superintendent(s) will take place at the October Outdoor Committee meeting. Nominations will be taken from the floor during the meeting. Final voting will follow Outdoor procedures.

Project Jr. Superintendent(s): This is an opportunity for youth members to be a mentor and develop leadership skills specific to your project of interest. All members interested in taking on this responsibility as asked to fill out an application and submit it to the Extension Office no later than October 31 of the current 4-H year. The Junior Superintendent plays an important role in assisting the Superintendents; therefore, a Superintendent can appoint one as needed after the deadline. Some of the responsibilities of a Junior Superintendents are:

- work in partnership with the project Superintendent to organize the Practice Show and Fair related activities
- assist with educational workshops which may include helping organize the workshop, promotion, conducting demonstrations, etc.
- participate in clinics, open rides, the practice show and the County Fair
- assist young or new 4-H members
- be a positive role model
- assist the Superintendent during shows or during setup
- practice good public relations and sportsmanship
- ALWAYS exercise good horsemanship and quality assurance practices for all animals
- attend and participate in Indoor or Outdoor Committee meetings when available
- complete record and project books by the end of the 4-H year and assist other members with them as needed

Criteria to Apply:

- Youth members wishing to take on this responsibility must be 14-18 years old
- Currently enrolled as a 4-H member in the Horse Project
- Be able to commit to the responsibilities as outlined above

The junior Superintendent application can be found at the end of this manual or by following this link - [http://www.lccountymt.gov/fileadmin/user_upload/Education/4-H/Pages/Forms/Misc/Junior Superintendent Application-fillable.pdf](http://www.lccountymt.gov/fileadmin/user_upload/Education/4-H/Pages/Forms/Misc/Junior_Superintendent_Application-fillable.pdf).

DEFINITION OF A PROJECT HORSE: A project horse is any horse registered with the county extension office with a Horse ID Card on file by the County deadline (May 25) and enrolled in any established County recognized horse project. The horse must be assessed in the current year in the declared project(s). Assessment is the evaluation process used to keep participants progressing in their horsemanship and ensures that it is an educational project. (See Moving Up In Level for more details). Each project must have only 1 project horse enrolled.

OWNERSHIP: All horsemanship level project animals shown by 4-H members in 4-H classes must be owned by the member or in partnership with his or her immediate family, or the member must have access to the project horse(s). All 4-H project animals must be in the continual care of the 4-H member from May 25th through the Lewis & Clark County Fair and State 4-H Horse Show (if attending).

If you are leasing a horse, the member must have access to the horse and be knowledgeable and responsible for its care. It is advised that the lessee and lessor meet with the Horse Superintendent for clarification and to devise a plan that will maximize the 4-H member's experience.

If a horse must be stabled, the member needs to communicate with the project Superintendent their role in the horse's feed and care. The horse(s) must reside in Lewis & Clark County from May 25th through the Lewis & Clark County Fair and State 4-H Horse Show (if attending).

ENROLLMENT OF BACKUP HORSE(S):

Members are encouraged to enroll backup horses to help facilitate completion of their horsemanship projects in the event of an unforeseen circumstance with the project horse. Alternative project horse/ backup horse may be used in the event of sick, lameness or death of the primary project horse or if unforeseen circumstances arise. In the event of the project horse being sold after the enrollment deadline, prior to finalization of the sale the project superintendent must approve the use of the backup horse. In the event of the any afore mentioned circumstances and no backup horse is enrolled, the member will be ineligible to participate in the County Fair. The enrollment of backup horses would include a completed Horse ID Card, enrollment in any established county horse project. All supporting documentation (proof of vaccination, pictures and signatures) must be submitted with the ID card prior to the project enrollment deadline. For any of the previously mentioned reasons, a licensed veterinary report or approval from the horse superintendent(s) is required.

TRAINING: After May 25th through the State 4-H Horse Show a project animal may not receive professional training. This is to allow the member to gain every skill possible in all levels of horsemanship and Colt to Maturity Project through "learning by doing". The Lewis and Clark Horse project encourages members to assume sole responsibility for training the animal and encourage members to go to trainers for advice when needed to further either horsemanship or training skills, and discourage the use of trainers actually riding/training the project horse except in a case where the trainer/parents deem the safety of the member is threatened. Immediate family members may continue to ride the horse as long as training/schooling is not taking place. No Exceptions will be made! Violation may cause for disqualification of the exhibitor.

HORSE ASSESSMENTS

Purpose: To determine the appropriate riding level for each 4-H member based on the criteria outlined within the project workbooks. The assessments are based on the riders skill level and knowledge not the horse's skill level.

Volunteer Duties: Horse Assessment volunteers will be available to 4-H Horse members who are ready to move up in Horse Project Levels. Volunteers will:

- Check member project books to see that written materials have been completed.
- Using checklist in project books, have member demonstrate or describe (whichever is appropriate) each element required for completion of given level.
- Check off and/or sign member's project book as each element is successfully shown to be mastered.
- Turn over information assessment information to the Horse Superintendent(s) and to the Extension Office.
- Periodically attend workshops and other activities to keep current on criteria for various projects and levels.

Moving Up In Levels

- For a 4-H member to progress from one level to another within a horse project, it is only considered valid when accompanied by the signature of a member of the Assessment Team.
 - New members to the Horse project are required to go through the assessment process in order to determine their Horsemanship Level.
 - If the member received a Purple ribbon in his/her Western or English horsemanship class at the County Show, he/she must progress to the next horsemanship level for the next 4-H year. Blue ribbon winners are encouraged, but not required to move up.
 - Members receiving blue and red ribbons at the County Fair in his/her Western or English horsemanship level class must go through the assessment process in order to move up in horsemanship levels to verify they can indeed perform the skills required.
 - Different scenarios to help clarify requirements follow this section
 - Members must move to the next horsemanship level after three years regardless of ribbon placement at fair.
 - Assessments may also be required under circumstances which warrant a special assessment. This is at the discretion of the Assessment Team and project superintendent(s).
 - Assessment requirements are in your Project Level Workbooks. Members are encouraged to have knowledge of these expectations prior to the assessment.
 - Assessments consist of the assessors asking the member to complete the mounted and/or dismounted skills defined in the Project Level Books, answering questions covering the appropriate Project Level Book material, and a review of the member's completed Project Level Book.
 - Members will repeat a Level if not completed to the assessment team's satisfaction.
 - Members will exhibit at the County Fair in the most advanced level for which they have been assessed. Members must bring their completed project book to the assessments.
 - Members must be assessed on the horse(s) they intend to show at fair.
 - All assessments must be complete prior to the project enrollment deadline
 - Assessments typically take place during a clinic setting. If a member cannot attend the scheduled assessment time, they can schedule a private meeting at the convenience of the Assessment Team. There may be an additional fee associated with the private assessment which is the responsibility of the 4-H member. Fees and scheduling are at the discretion of the Assessment Team.
 - Exceptions of afore mentioned must be presented to the Outdoor Committee with recommendations from the project superintendent(s).
- ❖ Assessment Scenarios: (same principles apply for English as they do for Western)
- Member competes in the County Fair in Level 3 Western and receives a purple. Member also competes in level 2 English and receives a red. The member automatically moves to a level 4 in Western and a Level 3 in English due to the rule that members can only be 1 level apart in the different disciplines. The member is encouraged to attend the English assessment workshop but is not required.
 - Member competes in the County Fair in Level 3 Western and receives a purple. Member also competes in Level 3 English and receives a red. The member will automatically move to a Level 4 in Western due to ribbon placement but has the **option to stay** as a Level 3 in English. If the member wants to move up to a Level 4 in English, they are **not required** to go through the assessment process but are encouraged. Member must decide what English level they will compete at prior to May 25.

- Member competes in the County Fair in English Level 4. Member has not competed in Western Horsemanship prior but will this year. Member must complete the project book thru Level 3 prior to the Western Horsemanship assessment workshop. Participation in the Western Assessment workshop is required in order to be placed in the appropriate Western Horsemanship level.

HORSE SHOW JUDGES:

- 4-H horse judges are selected by the Extension Agent from recommendations submitted by the Horse Project Superintendent(s). It is the Extension Agents responsibility to ensure a contract is signed and the Judge is knowledgeable of the Lewis and Clark Horse Project requirements, 4-H Danish Judging System and guidelines as set forth by this policy manual and project materials. At this time, the Extension Agent is the only one who will know who the Judge is prior to the Lewis & Clark County Fair.
- The Superintendent(s) must meet with the judge(s) prior to the event and go over the classes and guidelines.
- The show judge must sign all class sheets after judging a class
- Judges must select a Champion, Reserve Champion and two alternates in Junior and Senior Showmanship classes to participate in the Round Robin Showmanship competition. These candidates must place a Purple or higher in order to go on to Round Robin.
- The Horse Superintendent(s) is responsible for making sure the judges are paid the day of the event, if at all possible. Prior arrangements with the Extension Agent are required.
- Judges are responsible for the correctness of each course after it has been set, and should call the show committee's attention to any errors that would result in unfair or inappropriate pattern courses.
- All decisions of the Judge are final.
- The Judge reserves the right to change the order of the go, combine classes or split classes as needed.

VACCINATIONS AND DRUG USE FOR PROJECT ANIMALS

The use of any drug affecting the central nervous system (stimulant or depressant) of a horse is strictly prohibited.

- Vaccinations must be administered at least two (2) weeks prior to any contact with other project horses. If you are unable to vaccinate your horse with the required vaccinations, a letter from a certified veterinarian must be submitted.
- Required vaccinations are:
 - **West Nile Virus**
 - **5-Way vaccination** [(EEE) Eastern Equine Infectious Encephalomyelitis, (WEE) Western Equine Infectious Encephalomyelitis, Tetanus, Influenza, and Rhino pneumonitis]
- Potomac, Strangles, and Rabies are recommended.

DISPUTES AND/OR GRIEVANCES:

All formal disputes and/or grievances will follow the policy as outlined in the Outdoor policy. (See http://www.lccountymt.gov/fileadmin/user_upload/Education/4-H/Pages/Forms/Misc/Grievance_Policy_-_Updated_6-2-2016.pdf on the Lewis and Clark 4H website for detailed instruction)

HELMET POLICY

All members are required to wear an ASTM/SEI helmet during riding events. Members participate in a helmet workshop once as a junior member and once as a senior member prior to participation in any riding events. These workshops are scheduled prior to the 1st ride of the current 4-H year. Members are encouraged to watch the County 4-H newsletter, e-mail reminders and the Lewis and Clark County 4-H Horse Project Facebook page for updates on when these workshops will be held. The Helmet Safety workshop is offered a limited number of times. If senior members are unable to attend these scheduled workshops, the video can be viewed at the Extension Office for a fee of \$25 which goes back into the Horse Project Budget. Junior members are required to attend these workshops as scheduled – NO EXCEPTIONS.

GENERAL TACK AND EQUIPMENT REQUIREMENTS

- Required, ASTM/SEI Helmets during horse shows and clinics.
- Appropriate riding boots must be worn when riding.
- All horses must be rode with bridles. **No Halters.**
- Stirrup irons must be used on English Saddles.
- Spurs are not allowed at any time when riding bareback.
- Tie-downs are not permitted. No wire curb straps and no chin strap narrower than one-half inch will be permitted. Flat braided chain curb straps one half inch or wider will be permitted. A white ribbon will be automatic for unacceptable horse equipment. See the State Bit Policy for additional clarification. (http://www.lccountymt.gov/fileadmin/user_upload/Education/4-H/Pages/Project_Areas/Horse/New_Version_MT_4H_bit_rules.pdf)
- Western Horses 5 years and older must be ridden with a curb bit which meets the requirements of the bit policy. See the State Bit Policy for additional clarification. (http://www.lccountymt.gov/fileadmin/user_upload/Education/4-H/Pages/Project_Areas/Horse/New_Version_MT_4H_bit_rules.pdf)
- Tack checks will be done prior to entering the show arena or at check-in.
- A snaffle bit or rawhide noseband hackamore (bosal) will be acceptable for horses through four (4) years of age.
- Horses in English classes may show in Pelham, Weymouth, Kimberwick or snaffle bits.
- Snaffle bits are acceptable during Western Games for all ages of horses.

DRESS CODE

This dress code is for the Lewis and Clark County Horse Fair and Practice Show ONLY.

- **Riding Helmets** – All participants must wear an approved ASTM/SEI certified riding helmet while mounted or driving carts.
- **Showmanship (halter) Classes** - Long-sleeved, modest western type shirt - must have buttons, zipper, and/or snaps; Western type pants or jeans; Western Hat (felt or straw) or an approved riding helmet; Western style boots. Sweaters, vests, and jackets are allowed only during inclement weather at judge's discretion. Gloves are optional. Hair that is shoulder length or longer must be contained in a net or braid. Boys are required to wear a tie of any style. If an exhibitor wishes to compete in Showmanship classes while wearing English attire, a solid, all white, long-sleeved English blouse must be worn without a jacket.
- **Western Horsemanship and Western Classes** - Long-sleeved, modest western type shirt – must have buttons, zipper, and/or snaps; Western type pants or jeans; approved riding helmet; Western style boots. Chaps, gloves, and spurs are optional. Hair that is shoulder length or longer must be contained in a net or braid.
- **Ranch Horse** – Long sleeved, modest western type shirt with a collar – shirts must have buttons and/or snaps. Western jeans; approved riding helmet; western style boots. Neck rags, vests, chaps, chinks, slicker or other appropriate accessories are acceptable but not required. Hair that is shoulder length or longer must be contained in a net or braid.
- **Bareback** – Long-sleeved, modest western type shirt – must have buttons, zipper, and/or snaps; Western type pants or jeans; approved riding helmet; Western style boots. Chaps, spurs, crops, and bats are prohibited. If an exhibitor wishes to compete in these classes while wearing English attire, a solid, all white, long-sleeved English blouse must be worn without a jacket. If an exhibitor chooses to compete in English attire, the member will be required to post the trot on the correct diagonal.

English attired members shall not be given preference over western attired members. Hair that is shoulder length or longer must be contained in a net or braid.

- **English Classes (mounted)**

- **Hunt Type:** Hunt coat (red, pink or scarlet coats prohibited unless exhibitor has earned them as a member of a recognized hunt); hunt type blouse; breeches; hunt boots; hard hat with harness chin strap; stocks; chokers or ties required. Gloves and English spurs are optional.
- **Saddle Type:** Saddle seat suit (suit and accessories must be of conservative colors); blouse, men's tie, vest, jodhpur boots, and riding helmet are required. Gloves and English spurs are optional. Hair shoulder length or longer must be contained in a net or braid.

- **Round Robin** – Long-sleeved, modest western type shirt - must have buttons, zipper, and/or snaps; Western type pants or jeans; Western Hat (felt or straw) or an approved riding helmet; Western style boots. Sweaters, vests, and jackets are allowed only during inclement weather at judge's discretion. Gloves are optional. Hair that is shoulder length or longer must be contained in a net or braid. Boys are required to wear a tie of any style.
- **Horse Judging** - Long-sleeved, modest western type shirt - must have buttons, zipper, and/or snaps; Western type pants or jeans; Western Hat (felt or straw). Sweaters, vests, and jackets are allowed only during inclement weather at judge's discretion. Hair that is shoulder length or longer must be contained in a net or braid. Boys are required to wear a tie of any style. Hats must be removed while giving reasons.

Shoes without heels or boots that fit snugly in the stirrups are not allowed under any circumstance. Unsafe equipment or clothing will be reason to keep you on the ground.

GENERAL LEWIS AND CLARK COUNTY HORSE FAIR RULES

- All members are encouraged to sign up for the fair. When participating in the County Fair, members must show in their assessed level. Members must have completed Level 1-3 to compete in Green Horse, Colt to Maturity, and Driving Level 2+.
- Exhibitors may only enter 1 horse per lot number.
- Colt to Maturity and Green Horse horses may not be cross-entered in the Horsemanship Level Classes. The exception to this rule is if the member has been assessed out of Level 6; a colt in the fifth year of colt to maturity may cross enter to Horsemanship Level 7.
- To be in bareback, horse must be 3 years old or older.
- To compete in hunt seat equitation over fences horses must be 4 years old or older.
- Members entering the arena without wearing an exhibitor number or attaching it to their horse or cart will be penalized at the judge's discretion.
- No stallions allowed in any class including yearlings in the Colt to Maturity project.
- All classes will follow the rules and guidelines in the Horsemanship Levels books. A criteria list for each horsemanship level is in the Horsemanship Levels books. The Colt to Maturity and Green Horse classes will follow the guidelines and rules in the Colt to Maturity and Green Horse project books respectively. However, it should be noted that the project book states that County Fair rules on exhibiting will be followed.
- Project animals may not be trained/schooled by outside sources after May 25th unless the member is directly involved in the training/schooling. See above section on Training.
- All project and backup horses must have a Horse ID Card on file by May 25th.
- Showmanship is optional for all horse project members. All members competing in showmanship are eligible for 4-H Round Robin. Showmanship is required for Hi Point eligibility.

- Any project horse may compete in Showmanship.
- Patterns will be posted the day of the show at least one hour prior to class time.
- Yearling at halter is open to two year olds not mature enough to be ridden. Any two year old in this class may not receive Grand or Reserve Champion.
- All obstacles will be "three (3) refusals" then go on to the next obstacle.
- Un-sportsman-like conduct, abusive language or actions and/or abuse of any animal on the part of any 4-H exhibitor, parent, family member or leaders may in penalization by forfeiture of any award received and/or elimination from further competition of the 4-H member or those culpable. Also refer to Code of Ethical Conduct.
- Members MAY NOT ADD CLASSES the day of the show.
- Jumping Classes: Members must have completed English horsemanship level 1 to compete in Hunter Hack. The horse must be 4 years old or older. Members who show in the under 2' classes cannot show in the above 2' classes.
- Members in walk/trot classes cannot compete in cantering and loping classes within the same discipline.
- Members competing in Walk/Trot in one discipline and in Level 2 in another will be eligible for Junior or Senior Hi-Point not walk/trot Hi-Point.
- A show schedule will be posted and handed out to the members; make sure to study it and be ready for your class. Gates will be held for tack changes only and at the discretion of the Judge.
- No person other than the exhibitors and show officials will be allowed in the ring while the show is in progress.
- Horses must enter the arena in a controlled **forward** motion for ALL classes.
- Horses may be checked at the County Fair by a veterinarian. Any horse not in good health or condition (including lameness) may be sent home. Typically a local veterinarian is asked to volunteer their time as a donation to the Horse project and serve as an on-call veterinarian. In the event that veterinary services are required, any fees associated with the services will be the responsibility of the project member/ horse owner.
- A horse enrolled as a 4-H project may be shown by more than one member of the immediate family in any one year at the County and State Horse Show, provided that neither the horse nor the member competes against himself or herself. If there is a conflict in schedules for any reason, the exhibitor will have to determine which class to participate and scratch the other.
 - E.G. – Horse competing against itself: Rider A and Rider B ride the same horse for Trail. Both Rider A and B are in the same age group and same level of horsemanship. Rider A and B will need to decide who is going to ride the horse during the trail class because if they both ride the same horse, the horse will be competing against itself.
 - E.G. – Rider competing against himself/herself: Rider A has a 2 year old in the Colt to Maturity Project and a 3 year old in the Green Horse Project. The member wishes to enter both horses in Trail. Trail for Colt to Maturity Level 2 and Green Horse Level 3 are currently a combined class. Therefore, the member will need to decide which horse they want to use for the trail class. They are not allowed to use both horses as the member would be competing against her/himself.
- Members may ride only one English Level and one Western Level. If riding both Western and English, levels ridden can be the same level or only one level above or below.
- Members enrolled in the Horsemanship projects may have an interview in addition to the riding portion of their project. Questions will come from your project book
- The Lewis & Clark County Fair will be the qualifying show for the State 4-H Horse Show.

- All State Policies supersede County Policy at all State hosted events.

Round Robin

- See the Exhibitor Handbook for additional information and above section on Dress Code for Round Robin

JUDGING CRITERIA & PROJECT REQUIREMENTS

WESTERN HORSEMANSHIP

Criteria:

- Horsemanship 40%
- Performance of pattern 40%
- Appearance 10%
- Project knowledge 10%

Tack/Equipment: No Snaffle bits on horses five years old and older. No roping reins.

Dress: See DRESS CODE section of this Manual for approved attire for Western Horsemanship.

General Requirements: A horse entered in Western Horsemanship can be shown in only one level per family member. Horses may not be cross-entered in colt to maturity or green horse classes. The exception to this rule is if the member has been assessed out of Level 6; a colt in the fifth year of colt to maturity may cross enter to Horsemanship Level 7.

Horses must be shown in a stock saddle. Tie-downs, martingales and mechanical hackamores of any type are prohibited unless otherwise indicated in the class description. Split or Romel reins are permissible, but roping reins are not allowed. Splint boots, bell boots and skid boots are optional.

Spurs are optional except in bareback where they are not permitted. Spurs should not be used forward of the cinch. In all classes the judge has the option of requesting one or all contestants to perform individually.

Horses under four (4) years of age in Horsemanship and Trail Classes may be ridden with curb bits, snaffles, or bosals. Snaffle bits and bosals must be ridden two handed except opening and closing gates. It is mandatory that horses five (5) and over be ridden in a curb bit. Curb or shank bits must be ridden one handed. Flat chain curb straps or flat leather curb straps ½ inch or wider are required with a curb or shank bit of any kind. Horses shall not be shown with artificial appliances that would tend to alter their performance. (See the State Bit Policy for additional clarification.

(http://www.lccountymt.gov/fileadmin/user_upload/Education/4-H/Pages/Project_Areas/Horse/New_Version_MT_4H_bit_rules.pdf).

Basic Position: Rider should be seated so that from the side view a vertical line could be drawn from the center of his/her head down through his/her shoulder and seat to the back of his/her heel. The eyes should be up and shoulders back. The stirrup should be just short enough to allow heels to be lower than toes. Body always should appear comfortable, relaxed and flexible. Feet should be placed in the stirrups with weight on the ball of the foot. Arms are in a straight line with the body, the one holding the reins bent at the elbow. When a curb bit is used only one hand is to be used for reining and hands shall not be

changed. Hand is to be around reins, one finger between the reins is permitted and split reins fall on the near side.

When using romel reins, no finger between the reins is allowed. The hand holding the romel reins should be above the horn and as near to it as possible. Bracing against the horn is penalized. The end of the romel reins should be held in the opposite hand at least 16 inches away from the reining hand that hand can be placed on the leg, or the arm held in a straight position.

Position in Motion: Rider should sit to jog and not post. At the lope, the rider should be close to the saddle. All movements of horse should be governed by the use of subtle aids and the shifting of rider's weight is not desirable.

Mounting and Dismounting:

- Mounting: Rider begins with proper mounting on the horse' left side. With enough tension to feel the bit and hold the horse steady, hold the reins in your left hand and place this hand on the neck in front of the withers. Grasp the ridge of the neck or a lock of mane. Twist the stirrup with your right hand and place your left foot in the stirrup with the ball of your foot resting securely on the tread. Push with your right leg and spring up and over the seat of the saddle. Do not pull yourself up. Shift your weight to your left leg to maintain balance, steady yourself with your hands. Settle easily into the saddle. Your right foot should slip into the stirrup on the right side of the horse. The size of rider must be taken into consideration.
- Dismount: Rider may step down or slide down. The size of rider must be taken into consideration.

Western Horsemanship Level 1 – 3 & 4-7: Refer to the Current Level 1-3 Horsemanship Book or Level 4-7 Horsemanship Book for required abilities for each level. These are listed at the end of each Level chapter.

Western Horsemanship Level 7

Level 7 of Horsemanship is unlike any of the previous levels. In this level, you will be able to design, implement, evaluate, and teach an advanced project of your own choosing along with designing and performing a pattern. Work at this level requires a measure of self-discipline, self-motivation and self-initiative. **Refer to the Current Level 4-7 Horsemanship Book for required abilities.**

ENGLISH HORSEMANSHIP

A horse entered in English Horsemanship, can be shown in only one level per family member. Horses may not be cross-entered in English Colt to Maturity or Green Horse classes. The exception to this rule is if the member has been assessed out of Level 6; a colt in the fifth year of colt to maturity may cross enter to Horsemanship Level 7. Entries must be shown hunt or saddle seat. Spurs and crops are optional.

When riding hunt seat only regulation snaffles, Pelham's, Kimberwicks and full bridles, all with caveson nosebands are allowed. In saddle seat classes, entries must be shown in snaffles, Pelham's or full bridles (curb and snaffle). Bit converters are allowed. (See the State Bit Policy for additional clarification. (http://www.lccountymt.gov/fileadmin/user_upload/Education/4-H/Pages/Project_Areas/Horse/New_Version_MT_4H_bit_rules.pdf).

Criteria:

- Horsemanship 40%

- Performance of pattern 40%
- Appearance 10%
- Project knowledge 10%

Hunter Type Position: Rider should have workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise. Breaking of pattern is considered a major fault

Hands: Hands should be over and in front of the horse's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from the horse's mouth to the rider's elbow. Method of holding reins is optional and bite of the reins may fall on either side. However, all reins must be picked up at the same time.

Basic Position: The eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation: ankles flexed in, heels down, calf of leg in contact with horse and slightly behind girth. Iron should be on the ball of the foot and must not be tied to the girth.

Position in Motion: At the walk, sitting trot and canter, body should be a couple degrees in front of the vertical: rising trot, inclined forward; galloping and jumping, same inclination as the rising trot.

Mounting and dismounting: To mount, take up reins in left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup, toe pointed towards girth and mount. To dismount, rider may either step down or slide down. The size of the rider must be taken into consideration.

Saddle Seat Position: Judges should note that the required Equitation Seat should in no way be exaggerated but be thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time. When riding saddle seat in the Horsemanship classes, riders should convey impression of effective and easy control. To show a horse well, he/she should show himself/herself to the best advantage. Breaking a pattern is considered a major fault.

Hands: Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle and should show sympathy, adaptability and control. The height the hands are held above the horse's withers is a matter of how and where the horse carries his head. The method of holding the reins is optional; however, both hands must be used and all reins must be picked up at one time. The bite of the reins should fall on the right side.

Basic Position: The eyes should be up and shoulders back. To obtain the proper position, rider should place himself/herself comfortably in the saddle and find his/her center of gravity by sitting with a slight bend at the knees but without the use of irons. While at this position adjust leathers to fit. Irons should be placed under ball of foot with even pressure on entire width of sole and center of iron. Foot position should be natural.

Position in Motion:

- **Walk:** slight motion in saddle
- **Trot:** slight elevation in saddle rising, hips under body not mechanical up and down or swinging forward and backward.
- **Canter:** close seat, going with the horse

Mounting and Dismounting: To mount, take up reins with left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup, toe pointed towards girth and mount. To dismount, rider may either step down or slide down. The size of rider must be taken into consideration.

English Horsemanship Level 1 – 3 & 4-7: Refer to the Current Level 1-3 Horsemanship Book or Level 4-7 Horsemanship Book for required abilities for each level. These are listed at the end of each Level chapter.

English Horsemanship Level 7

Level 7 of Horsemanship is unlike any of the previous levels. In this level, you will be able to design, implement, evaluate, and teach an advanced project of your own choosing along with designing and performing a pattern. Work at this level requires a measure of self-discipline, self-motivation and self-initiative. **Refer to the Current Level 4-7 Horsemanship Book for required abilities.**

COLT TO MATURITY PROJECT

This project is for those who own or have available a colt or filly to care for and train. This is a five year progressive project beginning with a yearling. The project is designed to help you select a foal and train it to maturity. See Project Books for complete details.

Colt to Maturity Rules and Policies

- A member must be 12 years old to participate in either the Green Horse or Colt to Maturity projects.
- Member must have completed Horsemanship Level 3.
- Colt to Maturity and Green Horse Projects cannot cross-enter in English or Western Horsemanship Level 1-7 projects/classes. The exception to this rule is that a Colt to Maturity in its 5th year may enter in English or Western Level 7.
- All horses in the Colt to Maturity project must be owned by the member or the member's immediate family, or the member must have access to the horse. The horse must be in the continual care of the member from May 25th of the yearling year through the completion of the five year project and in Lewis & Clark County.
- The Colt to Maturity and Green Horse project horses may not be trained by a professional trainer. If a 4-H member encounters serious problems with their colt to Maturity or Green Horse project horse, they may seek help from a professional or someone more experienced than themselves as long as the member is present to see how the problem is corrected and consequently learn from the help sessions. The intent is to keep the project safe for the member and to have some logical progression to the project. The emphasis needs to be on safety and learning.
- Age classifications for project horses will be determined as of January 1 of the current 4-H year

Equipment: Skid, splint and bell boot are optional for these classes. Use of a running martingale is optional for two, three, and four-year-olds when using a ring snaffle only. Other martingales or tie-downs are not permitted. It is suggested that martingale stops are used anytime a martingale is used with a snaffle bit. Spurs cannot be used forward of the cinch. For acceptable bits, reference the Montana State Horseshow Bit Guide. For other equipment, reference Western Horsemanship Classes.

Criteria: *(see State Horse Show Policy for additional criteria noted at the walk, jog, lope, extended jog, back)*

- Performance and manners of horse 55%

- Horsemanship 20%
- Appearance 10%
- Project knowledge 15%

Minor faults

- Over or under flexion, sour ears, tail switching, inconsistent speed, out of balance, poll too high or too low to throw horse out of balance, improper or incomplete appointments.

Major faults

- Throwing head, bad mouth, constant bumping of the bit, gaping, and evidence of altered tail carriage, obvious schooling, and breaking pattern.
- Not performing a two beat jog, failing to jog both front and back, hard or rough riding, constant breaking

Colt to Maturity Horsemanship: Refer to the current Colt to Maturity Horsemanship Book for required abilities for each level.

GREEN HORSE PROJECT

The purpose of the Green Horse Project is to offer the 4-H members an opportunity to train a young horse that does not fit into the yearling to five year-old project or the horsemanship project. Members may take as their project horse, one of riding age, that is unbroken or green broke (started but not finished) which they wish to train.

A rule of thumb that may be helpful in deciding on the placing a horse in this project is a Level 1 would be equivalent in skills to a horse with 30 days training, Level 2 a horse with 60 days, and Level 3 a horse with 90 days. This may help in in terms of “how broke” the horse is when the member takes it over.

To participate in this project, you must be 12 years old or older at the beginning of the current 4-H year, have completed Horsemanship Introduction and Levels 1-3, and have demonstrated the ability to handle the project to the county horse committee by assessing to Horsemanship Level 4. See Project Books for complete details.

Green Horse Horsemanship: Refer to the Current Green Horse Project Book for required abilities for each level.

DRIVING PROJECT

The purpose of the Driving Project is to offer 4-H members an opportunity to learn basic horse driving skills, safety and how to teach a horse to drive in a single or multiple hitch.

To participate in Level 2 or higher in this project, you must have completed Horsemanship 1-3 **Refer to the current Driving Project book for required abilities for each level.**

HORSE JUDGING PROJECT

This project teaches you to select and evaluate horses, give oral reasons and place classes of conformation horses and performance horses. This project is designed for the 4-H member to take as many years as needed to work towards acquiring the characteristics of a successful judge. **Refer to the current Project Book for required abilities.**

HORSE SHOWING PROJECT

This project teaches you to select, train and maintain your horses for showing. This project will help you become an adept and knowledgeable horseman or horsewoman. It will also help you learn to plan and conduct shows and clinics. This project is conducted as an independent study with involvement of the member, Project Superintendent and Extension Agent. The Project Leader or Agent can assist the member in setting goals for each project year. Members must be a Horsemanship Level 4 or higher in order to participate in this project. **Refer to the current Project Book for requirements at each level.**

RANCH HORSE PROJECT

This project prepares you and your horse for general ranch work including roping, cutting, and penning. You will learn the heritage and traditions of the American cowboy.

Ranch Horse guidelines will match the guidelines as set forth by the State of Montana. Level 1 horsemanship rider may enroll in ranch horse project but must also be enrolled in a horsemanship level. Experienced youth may assess into higher levels by passing the required assessments. Since this is a newer curriculum (as of 2013), with new skills required, we feel it is most prudent that each member begin at Level 1.

It is very important when participating in working ranch horse activities that riders be aware of their equipment and its condition. Worn latigos, frayed cinches, tattered straps, and other unkempt saddle or bridle parts can cause serious accidents if they were to break or come loose.

Working Ranch Horse will follow the Montana State Horse Project Bit Rules. Romel, roping and split reins are legal. Saddles must be of western type and have a horn. Saddle horns cannot have rubber, cotton rope, or any man-made substance that will cause a rope to bite hard to the horn. Mule hide, latigo, elk hide or basic leather are some suggestions for horn coverings.

Ranch Horse Level 1 – 4: Refer to the Working Ranch Horse Project Book for required abilities at each level.

HORSELESS HORSE PROJECT

If you currently do not have a horse, but think that one day you will and want to participate in horse related project, this is the project for you. As a Horseless Horse member, you can participate in Horse Judging and Horse Careers without owning a horse. Horseless Horse members are also encouraged to participate in all indoor workshops offered by the Horse Project. For project Books available and possible availability of finding a horse please contact the Extension Office or Horse Superintendent.

PACKING PROJECT

The 4-H Horse Packing project develops knowledge and skill in the art and science of using horses to transport materials. This project also provides opportunities for enjoying nature in a way that is otherwise difficult to achieve. See Project Books for complete details.

Pack Horse Level 1 – 5: Refer to the Current Green Horse Project Book for required abilities for each level.

INDEPENDENT STUDY

Independent study is for any youth who are looking for new challenges and opportunities in 4-H. This allows a member to take the personal initiative to explore topics that have not been investigated while remaining enrolled in a 4-H project. Members enrolling in the independent study phase of any project should develop a detailed learning plan for their work. They should be encouraged to identify an area of interest in the project area, set goals and locate resources (people, publications and materials) helpful in carrying out a project plan. They then determine specific experiences needed to accomplish project goals, establish a realistic timeline for completion, carry out the project learning plan, share experiences with others, evaluate the outcomes and determine what could be improved.

Project Requirements for Independent Study: The individualized learning plan should be approved by a parent, 4-H adult volunteer leader or 4-H agent. For assistance in developing a personal learning contract, look at the self-determined project materials or other goal-setting materials. While independent study provides flexibility and creativity, it also requires serious planning, implementation and evaluation. An outline of your Independent Study project must be submitted to the Horse Committee and the County 4-H Extension Agent by January 15 of the current 4-H year.

CLASS REQUIREMENTS & JUDGING CRITERIA

Showmanship Class

Criteria:

- Showing the horse 50%
- Appearance of the horse 40%
- The exhibitor 10%

Exhibitor: The member must be neat and clean in appearance and appropriately dressed in western attire or English attire. See previous section on DRESS CODE for specific approved dress.

Equipment: All horses will be shown with a clean, properly adjusted web or leather halter suitable for breed standards. A fancy halter shall not be given preference over a good working halter. Lead shanks with chains may be used but the use of the chain over the nose or under the jaw or in any way having contact with the horse will be prohibited. Whips or bridles will not be allowed.

Appearance of the horse: The hair coat should be clean, well brushed, and free of dust dandruff, manure stains, and bots (fly eggs). The hair coat should have a natural luster so excessive oils contracted from spray cans and other market products will be counted down. Trimming should accentuate quality about the heads and legs. Breed standards for exhibition should be followed. The hooves should be clean and

properly trimmed or shod. No preference will be shown for hoof dressing or coloring. Tack should be neat, clean, and properly dressed and adjusted. Tack should complement, not detract from the horse.

Showing the horse: All exhibitors will be asked to perform a pattern. The exhibitor may be asked to perform the following maneuvers in the pattern: Walk, trot, back, hindquarter pivots, set up squarely, move forward and backward freely. The showman may be asked to pick up any or all feet of his/her horse and know the parts of their horse. The exhibitor should perform the pattern briskly and in a businesslike manner.

The exhibitor must never obstruct the judge's view of the horse. This means the exhibitor must position his body either to the front left or front right of the horse, using the quarter system. The exhibitor should lead from the left side of the horse with the lead shank held in the right hand about 4 to 8 inches from the halter. Hold the excess shank, coiled in a figure 8 with the left hand. The horse should move readily and freely with the exhibitor at the near side of the horse's neck and in front of the shoulder. The horse should neither be ahead of the exhibitor nor should he/she be dragged along behind. Changing hands to back the horse is optional. At the judge's discretion, the finalists in each class may be called back into the arena for further work. Members are asked to allow reasonable space (minimum of 6') between horses as to not interfere with another member and their horse.

Colt to Maturity Project – Yearling at Halter

Criteria:

- Performance and Manners 50%
- Confirmation and condition 25%
- Appearance of Horse and Exhibitor 15%
- Project Knowledge 10%

The Colt to maturity yearling project requirements to be met will consist of the following:

- Exhibitor must be a minimum of 12 years old during the project year and must have completed Horsemanship Level 3
- Exhibitor may only show one horse per level
- Refer to manual "Training Horses- yearling to five year olds"

Intent: To show handling, willingness, control, and training demonstrated in the showmanship pattern.

Bareback Equitation Class:

Lewis and Clark County offers bareback equitation classes for all members in the horse project. Members that are a Level 1 will only be asked to walk, trot, and back their horses at the discretion of the judge. Members 8+ years old and a level 2 or higher will be asked to walk, trot, lope, and back their horses at the discretion of the Judge. Riders will be judged on seat, feet, hands, and the ability to control horse.

Equipment: See prior section of this Manual

Dress: See prior section for DRESS CODE.

Trail Class

- The horse used for this class must be enrolled as a project horse.
- This class will be judged on the performance of the horse in maneuvering the obstacles.
- The horse should work with a reasonable loose rein without undue restraint.
- Six or more obstacles will be used, of which three will be mandatory and others selected from an approved list.
- The distance between obstacles shall be set according to AQHA trail standards. Course approval will be at the discretion of the judge.
- English or Western tack and attire may be used.

Mandatory Obstacles:

- **Opening, passing through and closing gate.** A rider losing control of gate will be penalized. A gate will be used which will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.
- **Ride over at least four logs or poles.** These can be a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. Trot-overs and lope-overs cannot be elevated in novice classes. All elevated elements must be placed in a cup, notched block or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for walkovers, trot-overs and lope-overs should be as follows or increments thereof:
 - The spacing for walkovers should be 20" to 24" (40cm to 60cm) and may be elevated to 12" (30 cm). Elevated walkovers should be set at least 22" (55cm) apart.
 - The spacing for trot overs shall be 3' to 3'6" (90cm-105cm) and may be elevated to 8" (20cm).
 - The spacing for lope-overs shall be 6' to 7' (1.8-2.1 meters) or increments thereof, and may be elevated to 8" (20 cm).
- **Back obstacle:** Backing obstacles to be spaced a minimum of 28" (70 cm). If elevated, 30" (75 cm) spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
 - Back through and around at least three (3) markers.
 - Back through "L," "V," "U," straight or similar shaped course. May be elevated no more than 24".

Optional Obstacles, but not limited to:

- Water hazard (ditch or small pond). No metal or slick bottom boxes will be used.
- Serpentine obstacles at walk or jog. Spacing to be a minimum of 6' (1.8 meters) for jog.
- Carry object from one part of arena to another. (only objects which might reasonably be carried on a trail ride may be used.)
- Ride over wooden bridge. (Suggested minimum width shall be 36" (90 cm) wide and at least six feet long.) Bridge should be sturdy, safe and negotiated at a walk only.
- Put on and remove a slicker.
- Side pass (may be elevated to 12" (30cm) maximum).
- An obstacle consisting of four logs or rails, each 5 to 7 feet long (1.5 to 2 meters) long, laid in a square. Each contestant will enter the square by riding over the log or rail as designated. When all four feet are inside the square, the rider will execute a turn and depart.

- Any other safe and negotiable obstacle, which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge, may be used.
- A combination of two or more of any obstacles is acceptable.

Unacceptable obstacles

- Animals
- Jumps
- Logs or poles elevated in a manner permitting them to roll.
- Hides
- Rocking or moving bridges
- PVC pipe
- Fire extinguishers
- Ground ties
- Water box with floating or moving parts.

Colt to Maturity Project - Yearling in-hand Trail:

Required abilities:

This class will be judged on the performance of the horse at halter in maneuvering the obstacles. A trail course to be set may include 4 trot-overs, bridge, gate, mailbox, sidepass and backing elements. Obstacles will not be raised (trot-overs and bridge).

Criteria:

- Conditioning and conformation 20%
- Handling/ Course Completion 80%

Hunter Hack Class

Hunter hack is a type of English pleasure class where exhibitors in Hunt seat tack and attire perform on the flat at a walk, trot, canter and hand gallop, and then jump two low fences. Hunter hacks are scored on their manners, gait, and conformation, as well as their ability to jump with an even arc and stride over the center of the fences. Points are taken off for excessive speed or slowness, breaking gait or failing to take a gait when called for, carrying the head too high or low, taking the wrong lead at the canter, the rider being on the wrong diagonal at the trot, the horse nosing out or flexing behind the vertical, and stumbling.

Lewis and Clark County offers Hunter Hack classes according to jump heights. All beginners to this class must start with the 18" height. All members will be expected to walk, trot and/or lope as directed by the judge.

Criteria

- Manners 40%
- Gait 20%
- Conformation 20%
- Jumping 20%

The rider will need to demonstrate the following:

- Rail work
- Back the horse up

- Have light contact with horse's mouth
- Stand quietly on free rein
- The horse should have free movement and manners
- May be asked to hand gallop
- May be asked to drop irons
- Horse and rider should demonstrate style over fence
- Horse should have an even hunting pace
- Horse should jump fences without interrupting rhythm
- Horse should jump at the center of the fence.
- Cavaletties are used for correct stride

General Rules

- ASTM-SEI approved helmet is required. Tack and appointments as listed for English classes.
- Management will provide at least one practice jump.
- **Horses must be 4 years of age or older and must be sound.**
- The course will be designed with proper intervals, keeping safety in mind, with final approval of course by the judge prior to commencement of the class.
- Member must be enrolled/assessed at Level II or higher
- For riders 13 years and under, fences may not exceed 2'3".
- For riders 14 years and older, fences may not exceed 2'6".
- If a member places with a blue ribbon or higher ribbon at the County Fair, the member must move up to the next height providing that it is the same horse and rider combination.

Performance

- Class is judged on the rider's ability to negotiate a course of at least two fences, demonstrating proper position of seat, hands and legs, and control of the horse.
- The judge will signal the contestant when ready to begin. A courtesy circle is allowed before the first fence.
- Jumping faults of the horse are not considered unless the faults were caused by the rider. Major faults which may result in elimination include: going off course, three cumulative refusals or a fall.
- Loss of iron, loss of rein, breaking gait or knockdowns are also faults and will result in penalties.
- The judge may call for individual work or equitation tests.

WESTERN GAMES CLASS RULES

Western Games is a "speed" class offered in Lewis & Clark county. These are timed events. We will offer pole bending junior and senior and barrel racing junior and senior. Rider must use specific project horse. Colt to Maturity horses age 4 and under and Green Horse Level 3 or under cannot be used for Western Games. Riders in Level 1 walk/trot classes must only walk and/or trot in these classes. A rider in Level 1 will be disqualified if they break into a lope.

Time starts when the horse's nose crosses the start line and ends when the nose crosses back. **RIDERS MUST START RUN AFTER INSIDE OF ARENA AND GATE IS CLOSED, (NO RUN INS) AND MUST BE STOPPED AND UNDER CONTROL BEFORE EXITING.** Barrels may be started on left or right side and poles may be started on left or right side. If horses are considered unsafe by the show committee or judge, they may be asked to stop and exit the arena immediately.

No rider may be tied to the horse or saddle in any way. No wires or chains are allowed. Horse's mouth may not be tied shut in anyway.

Equipment:

1. Western saddle with horn.
2. Bits will follow the Montana State bit guide.

If participants have questions on if equipment is legal, please contact show committee. Show committee and judge have the discretion to decide if equipment is unsafe or unnecessary.

Optional Equipment:

Martingales, tie downs, splint boots, bell and skid boots, over and under or bat.

Rider attire:

Long-sleeved, modest western type shirt –must have buttons, zipper, and/or snaps; Western type pants or jeans; approved riding helmet; Western style boots. Spurs are optional.

Disqualifications:

Level 1 riders can only walk and trot the pattern, no loping

No horse and rider may be led into the arena

No persons will be allowed to lead/walk with a contestant through any event

Contestant will receive a no time if dismounted (bucked off, fall off, etc) before crossing the start/finish line

If any properties are knocked over or steadied with a hand ie. barrels, poles, or timing devices

Not completing or incorrectly riding the pattern

Pole Bending: Six (6) poles shall be placed 21' or 18' apart in a straight line and 15' from the timer line (the distance between poles will vary between these 2 increments based on the arena size but will be consistent throughout the pattern setup. The timer line to the first pole may also vary do the size of the arena, but will be no less than 15' from the timer line to first pole). Contestant shall race to far end pole and make either a left or right turn, weave poles down, making an opposite turn at the end pole and weave poles back, turning end pole the **SAME** direction as the first turn and race straight back to the timer line. A disqualification/no time will result for initially touching or knocking over a pole, not completing the pattern or incorrectly riding the pattern

Barrel Racing: Three (3) 50 gallon barrels shall be placed with the bottom up, in a triangle/cloverleaf pattern. The measurements of the pattern will vary to each arenas dimension. Barrels shall be set at a minimum of 5 feet off of the arena rail/fence. Contestant may start the pattern by turning the left or right barrel first. If starting with the right barrel first - contestant shall make a 360 degree turn around the right barrel, then a 360 degree left turn around second and third barrel. If contest starts the pattern to the left barrel first - contestant shall make a 360 degree left turn around the first barrel, 360 degree right turn around the second & third barrel. After completing the turn around the third barrel, contestant shall race back across the timer line. A disqualification/no time will result for knocking over a barrel, not completing the pattern or incorrectly riding the pattern.

Acknowledgment of Horse Policy Manual

We, member and legal guardian, acknowledge that we have received a copy of the Lewis & Clark County 4-H Horse Policy Manual. As an enrolled member in a 4-H Horse Project and as legal guardians of the member, we agree to abide by the policies and procedures outlined within this manual.

Printed 4-H Member Name: _____ DOB: _____

Signature of 4-H Member: _____ Date: _____

Printed 4-H Member Name: _____ DOB: _____

Signature of 4-H Member: _____ Date: _____

Printed 4-H Member Name: _____ DOB: _____

Signature of 4-H Member: _____ Date: _____

Printed 4-H Member Name: _____ DOB: _____

Signature of 4-H Member: _____ Date: _____

Printed Guardian Name: _____ Date: _____

Signature of Guardian: _____

